EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L32	1	(overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel same image and (mesh or model)). CLM.	US-PGPUB	OR	ON	2007/05/03 10:13
L30	1	(overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel same image).CLM.	US-PGPUB	OR	ON	2007/05/03 10:13

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L11	13	L10 and textur$3 and (polygon or primitive)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 13:10
L10	114	345/589.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 13:10
L9	1439	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 13:10

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L8	28	("5867166").PN. OR ("6057850"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2007/05/03 13:03
L3	24	("5022085" | "5155586" | "5185808" | "5231385" | "5251022" | "5325449" | "5398079" | "5488674" | "5581377" | "5611000" | "5630037" | "5649032" | "5745121" | "5815645" | "5838837" | "5852683" | "5982941" | "5982951" | "6075905" | "6128108").PN. OR ("6385349").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2007/05/03 13:02
S100	10	345/427.ccls. and (textur$3 same extract$3 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:15
S99	9	345/427.ccls. and (textur$3 same compar$4 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:15
S72	10	345/420.ccls. and (textur$3 same compar$4 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:15
S70	26	345/419.ccls. and (textur$3 same extract$3 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:15
S95	1	345/582.ccls. and (overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:12
S94	1	345/581.ccls. and (overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:10
S93	1	345/419.ccls. and (overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:10

EAST Search History

S92	0	345/420.ccls. and (overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:10
S91	1	345/629.ccls. and (overlapp$3 same (polygon or primitive) same (intensit$3 or brightness or luminance) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:10
S89	39	345/629.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:09
S90	124	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 10:08
S88	36	345/582.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:08
S7	105	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 10:08
S65	37	345/629.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:07
S24	33	345/582.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 10:07
S85	32	345/581.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S83	35	345/419.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean) same pixel)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58

S82	21	345/420.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S80	1	S79 and (mean or averag$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S79	8	345/420.ccls. and (textur$3 same extract$3 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S77	4	S72 and (mean or averag$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S76	14	S70 and (mean or averag$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S74	31	345/419.ccls. and (textur$3 same compar$4 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S69	8	345/420.ccls. and (textur$3 same extract$3 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:58
S86	542	"345"/$.ccls. and (pixel and ((brightness or intensit$3) near7 (formula or equation)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:57
S23	25	345/581.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:57
S19	14	345/420.ccls. and ((intensit$3 or brightness) near7 (averag$3 or mean))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:56

S14	14	S10 and (mean or averag$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:56
S8	8	345/420.ccls. and (textur$3 same extract$3 same polygon)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/05/03 09:56
S68	14	chen-chia-chen.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 09:55
S67	2	chou-hong-long.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 09:55
S35	13	chen-chia-chen.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 09:55
S34	1	chou-hong-long.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/05/03 09:55

Terms used
overlap brightness mesh vertex equation polygon primitive

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Result page: **1** 2 next

Relevance scale

1 Point-based computer graphics
Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(8.94 MB) Additional Information: full citation, abstract, citings

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

2 Spatial augmented reality: Modern approaches to augmented reality
Oliver Bimber, Ramesh Raskar
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(2.45 MB) Additional Information: full citation, abstract, references

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software implementations, and current areas of application. Specifically, it will describe techniques for optical combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermore, ...

3 Spatial augmented reality: a modern approach to augmented reality: Modern approaches to augmented reality
Oliver Bimber, Ramesh Raskar
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(48.93 MB) Additional Information: full citation, abstract, references, index terms

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software implementations, and current areas of application. Specifically, it will describe techniques for optical

combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermore, ...

4 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

5 Projectors: advanced graphics and vision techniques
Ramesh Raskar
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

6 Real-time volume graphics
Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

7 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

8 Texture mapping 3D models of real world scenes
Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Publisher: ACM Press

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

9 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

10 Non-photorealistic rendering: Fast primitive distribution for illustration
Adrian Secord, Wolfgang Heidrich, Lisa Streit
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**
Publisher: Eurographics Association
Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a high-quality, image-space approach to illustration that preserves continuous tone by probabilistically distributing primitives while maintaining interactive rates. Our method allows for frame-to-frame coherence by matching movements of primitives with changes in the input image. It can be used to create a variety of drawing styles by varying the primitive type or direction. We show that our approach is able to both preserve tone and (depending on the drawing style) hig ...

11 A polygonal approximation to direct scalar volume rendering
Peter Shirley, Allan Tuchman
November 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 workshop on Volume visualization VVS '90**, Volume 24 Issue 5
Publisher: ACM Press
Full text available: pdf(635.28 KB) Additional Information: full citation, abstract, citings, index terms

One method of directly rendering a three-dimensional volume of scalar data is to project each cell in a volume onto the screen. Rasterizing a volume cell is more complex than rasterizing a polygon. A method is presented that approximates tetrahedral volume cells with hardware renderable transparent triangles. This method produces results which are visually similar to more exact methods for scalar volume rendering, but is faster and has smaller memory requirements. The method is best suited for d ...

12 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1
Publisher: ACM Press

Full text availab' : pdf(7.70 MB) Additional Information: ci ation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimension l (3-D) objects. This paper propose precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

13 Ray tracing complex models containing surface tessellations
John M. Snyder, Alan H. Barr
August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4
Publisher: ACM Press
Full text availab : pdf(3.23 MB) Additional Information: ci tion, abstract, references, citings, index terms

An approach to ray tracing complex models containing mathematically defined surfaces is presented. Parametric and implicit surfaces, and boolean combinations of these, are first tessellated into triangles. The resulting triangles from many such surfaces are organized in a hierarchy of lists and 3D grids, allowing efficient calculation of ray/model intersections.The technique has been used to ray trace models containing billions of traiangles nd surfaces never before ray traced. The organizing sc ...

14 Session P1: biomedical applications: Variational classification for visualization of 3D ultrasound data
Raanan Fattal, Dani Lischinski
October 2001 **Proceedings of the conference on Visualization '01 VIS '01**
Publisher: IEEE Computer Society
Full text availab : pdf(992.67 KB) Publisher Site Additional Information: ci tion, abstract, references, index terms

We present a new technique for visualizing surfaces from 3D ultrasound data. 3D ultrasound datasets are typically fuzzy, contain a substantial amount of noise and speckle, and suffer from several other problems that make extraction of continuous and smooth surfaces extremely difficult. We propose a novel opacity classification algorithm for 3D ultrasound datasets, based on the variational principle. More specifically, we compute a volumetric opacity function that optimally satisfies a set of sim ...

Keywords: 3D ultrasound, classification, isosurface extraction, opacity function, splatting, the variational principle, volume rendering

15 Video tooning
Jue Wang, Yingqing Xu, Heung-Yeung Shum, Michael F. Cohen
August 2004 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2004 Papers SIGGRAPH '04**, Volume 23 Issue 3
Publisher: ACM Press
Full text availab : pdf(1.12 MB) mov(19.44 MB) Additional Information: citation, abstract, references, citings

We describe a system for transforming an input video into a highly abstracted, spatio-temporally coherent cartoon animation with a range of styles. To achieve this, we treat video as a space-time volume of image data. We have developed an anisotropic kernel mean shift technique to segment the video data into contiguous volumes. These provide a

simple ca. oon style in themselves, but mor. imp rtantly provide the capability to semi-automatic lly rotoscope semantically meanin ul regions.In our sys ...

16 Model-base object recognition in d e-r images—a review
Farshid Arma , J. K. Aggarwal
March 1993 A M Computing Surveys (CSUR), Volume 25 Issue 1
Publisher: AC 1 Press
Full text availal : pdf(3.42 MB) Addition l Inform n: c tion, abstract, references, citings, index ms, review

The goal i computer vision systems is to an lyze data collected from the environment and deriv an interpretation to comp'ete a sp cified task. Vision system tasks may be divided in o data acquisition, low-lev l proc ing, representation, model construction, and matc ing subtasks. This paper present co pre hensive survey of model-based vision sys ems using dense-range images. A mprehensive survey of the recent publicatio s in each subtask pertaining to de e-range image object recogni ...

Keyword : 3D object recognition, 3D repre tations, CAD-based vision, dense-range images, i ge understanding

17 Volume ren ering of 3D scalar and ector f LNL
R. Crawfis, N. Max, B. Becker, B. Cabral
December 19 3 **Proceedings of the 1993 AC /IEEE conference on Supercomputing Supercomputing '93**
Publisher: AC M Press
Full text availal e: pdf(2.06 MB) Additional Inform ci ion, references, index terms

18 Computatic al photography: The t al f r high contrast images and meshes
Prasun Chou ury, Jack Tumblin
July 2005 **AC 1 SIGGRAPH 2005 Courses SIG RAPH '05**
Publisher: AC 1 Press
Full text availal e: pdf(1.03 MB) Additional Informa n: ci tion, abstract, references, index terms

We prese t a new, single-pass non'i ar filt ar dge-preserving smoothing and visual detail ren oval for *N* dimensional si als in c puter graphics, image processing and computer vision applications. Built fr m two ified forms of Tomasi and Manduchi's bilateral f ter, the new "trilateral" fi m gn als towards a sharply-bounded, piecewise-linear approximation. Unl ke bilat filters or anisotropic diffusion methods that smooth towards piecewise con tant sol ons, the tr ...

19 Cloth and f ering: The t ilateral filt hi rast images and meshes
Prasun Chou ury, Jack Tumblin
June 2003 **Pr ceedings of the 14th urogra s workshop on Rendering EGRW '03**
Publisher: E graphics Association
Full text availa e: pdf(2.10 MB) Additi l Inform n: ci tion, abstract, references, citings, index

We prese t a new, single-pass non' ar filt dge-preserving smoothing and visual detail re oval for *N* dimensional si 's in c r raphics, image processing and computer vision applications. Built w ed forms of Tomasi and Manduchi's bilateral f ter, the new "trilateral" rm s gn als towards a sharply-bounded, piecewise linear approximation. Un ke bilat rs or anisotropic diffusion methods that smooth towards piecewise constant sol ons, the tr ...

20 Illustrating s mooth surfaces
Aaron Hertzı ann, Denis Zorin
July 2000 **Pr ceedings of the 27th annual c ference on Computer graphics and in eractive techniques SI GRAP 0**
Publisher: AC M Press/Addison-Wesley Publishing
Full text availa e: pdf(7.27 MB) Additional Inform n: citation, abstract, citings, index terms

We present a new set of algorithms for line- rendering of smooth surfaces. We introduce an efficient, deterministic algorithm for finding silhouettes based on geometric duality, and an algorithm for segmenting the silhouette curves into smooth parts with constant visibility. These methods can be us to find all silhouettes in real time in software. We present an automatic method generating hatch marks in order to convey surface shape. We demonstrate these algori s with a drawing s ...

Keywords: direction fields, hatching, non-p torealistic rendering, pen-and-ink illustratio , silhouettes

Results 1 - 20 of 4 Result page: **1** next

Terms used
overlap intensitics mesh vertex equation polygon primitive

Found **76** of **200,192**

Results 1 - 20 of 76 Result page: 1 2 3 4 next

Relevance scale

1 Collision ...ection and proximity queries
Sunil Had..., Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This co... will primarily cover widely accepted and proved methodologies in collision detec... In addition more advanced or recent topics such as continuous collision detect... ADFs, and using graphics hardware will be introduced. When appropriate the metho... iscussed will be tied to familiar applications such as rigid body and cloth simulatio..., and will be compared. The course is a good overview for those developing applicati...s in physically based modeling, VR, haptics, and robotics.

2 Projecto... dvanced graphics and vision te...iques
Ramesh R... ar
August 20... CM SIGGRAPH 2004 Course No... s SIGGRAPH '04
Publisher: ACM Press
Full text av... e: pdf(6.53 MB) Additional Informa... : ...l citation

3 The ele... s of nature: interactive and real ... techniques
Oliver De..., David S. Ebert, Ron Fedkiw, F. K... ton Musgrave, Przemyslaw Prusinkiewicz, Doug Ro... os Stam, Jerry Tessendorf
August 20... ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04
Publisher ...M Press
Full text av... e: pdf(17.65 MB) Additional Informa... : ...l citation, abstract

This u... ed course on simulating natural p... enomena will cover the latest research and produ... techniques for simulating most of the elements of nature. The presenters will provid... ovie production, interactive simula..., and research perspectives on the difficu... sk of photorealistic modeling, rend...ng, and animation of natural phenomena. The co... offers a nice balance of the latest interactive graphics hardware-based simul... techniques and the latest physics-...ed simulation techni ...

4

Geome... odeling based on trian...le mes... ...metric modeling based on

triangle ... hes
Mario Bo... Mark Pauly, Christian Rossl, Step... Bischoff, Leif Kobbelt
July 2006 ...M SIGGRAPH 2006 Courses SIG...RAPH '06
Publisher: ...M Press
Full text a...: pdf(24.22 MB) Additional Informa... ...ation, references

5 Spatial ...ented reality: Modern approac... ...o augmented reality
Oliver Bi... , Ramesh Raskar
July 2006 ...M SIGGRAPH 2006 Courses SIG...RAPH '06
Publisher: ...M Press
Full text a...: pdf(2.45 MB) Additional Informa... ...ation, abstract, references

This ...l discusses the Spatial Augmente... ...y (SAR) concept, its advantages and limita... . It will present examples of state... ...art display configurations, appropriate real-t... ...endering techniques, details about hardware and software implementations, and c... ...t areas of application. Specifically, it ...ll describe techniques for optical combi... ...n using single/multiple spatially a...gned mirror-beam splitters, image sources, trans... ...t screens and optical holograms. Furthermore, ...

6 Spatial ...ented reality: a modern appro... ...h ...augmented reality: Modern appro... ...o augmented reality
Oliver Bi... , Ramesh Raskar
July 200... ...M SIGGRAPH 2005 Courses SIGGRAPH '05
Publisher: ...M Press
Full text a...: pdf(...8.93 MB) Additional Inform... ...n, ...stract, references, index terms

This ...l discusses the Spatial Augmente... ...y (SAR) concept, its advantages and limita... . It will present examples of state-of-the-art display configurations, appropriate real-t... ...endering techniques, details abou... hardware and software implementations, and c... ...t areas of application. Specifically it ...l describe techniques for optical comb... ...n using single/multiple spatially a...gn...d mirror-beam splitters, image sources, trans... ...t screens and optical holograms. Furthermore, ...

7 Exploi... ...ception in high-fidelity virtual environments: Exploiting perception in high-f... ...irtual environments
Additio... ...presentations from the 24th c... ...are available on the citation page
Mashhu... ...ncross, Alan G. Chalmers, Ming C. ...n, ...uel A. Otaduy, Diego Gutierrez
July 200... ...1 SIGGRAPH 2005 Courses S... ...'05
Publish... ...M Press
Full text a...: pdf(5.07 MB) Additional Inform...ion ...n, ...pendices and supplements, mov(68:... ...references, cited by

The c... ...ve of this course is to provide an intr...luction to the issues that must be consi... when building high-fidelity 3D en...ag...g shared virtual environments. The princi... ...of human perception guide import...nt ...evelopment of algorithms and tech... in collaboration, graphical, audit...y, ...nd haptic rendering. We aim to show how ...n perception is exploited to achiev... re...lism in high fidelity environments within the ... ...ints of available finite computati... al ... ...rces.In this course w ...

Key...: collaborative environments, ha... ...-fidelity rendering, human-computer inte... , multi-user, networked applicati... ...ption, virtual reality

8 Point-... computer graphics
Marc Al... arkus Gross, Mark Pauly, Hanspe... r ..., Marc Stamminger, Matthias Zwicker
August 2... ACM SIGGRAPH 2004 Course N... tes SIGGRAPH '04
Publishe... M Press
Full text a... ...: pdf(8.94 MB) Additional Inform... ion: ... ation, abstract, citings

This ... introduces points as a powerful and versatile graphics primitive. Speakers pre... eir latest concepts for the acquisi... n, ... esentation, modeling, processing, and r... ing of point sampled geometry al... ng ... applications and research directions. We d... e algorithms and discuss current problems and limitations, covering important asp... point based graphics.

9 Real-... ume graphics
Klaus E... larkus Hadwiger, Joe M. Kniss, A... on ... fohn, Christof Rezk Salama, Daniel Weisko...
August 2... ACM SIGGRAPH 2004 Course N... tes ... APH '04
Publish... M Press
Full text ... pdf(7.63 MB) Additional Inform... ion ... on, ... stract

The ... dous evolution of programmable gra... hardware has made high-quality rea... olume graphics a reality. In addi... n ... traditional application of rendering volu... a in scientific visualization, the in... erest in applying these techniques for real-tim... ing of atmospheric phenomena a... d p... ipating media such as fire, smoke, and ... is growing rapidly. This course co... ers ... applications in scientific visua... n, e.g., medical volume data, and real-time rendering, ...

10 Lev... PDE methods for com...
David ... Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2... ACM SIGGRAPH 2004 Course N... tes ... APH '04
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Lev... ethods, an important class of pa... ial differential equation (PDE) methods, defi... mic surfaces implicitly as the le... ... surface) of a sampled, evolving nD func... he course begins with preparator... m... that introduces the concept of using par... erential equations to solve problems in co... pute... graphics, geometric modeling and ... ter vision. This will include the st... cture and behavior of several different types of d... ial equations, e.g. the level set e... ...

11 Rea... ding
Marc C... urt Akeley, John C. Hart, Wolfga... H..., Michael McCool, Jason L. Mitchell, Randi R...
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Rea... rocedural shading was c... ec... as ... am. When the first version of this ... was offered four years a... , real... m... was possible, but only with one-c... ardware or by combining the effe... ts ... hundreds of rendering passes. Tod... ost every new computer com... s w... h ... hardware capable of interactively exe... shaders of thousands to tens of th... us... s of instructions. This course has been red... to address today's real-time sha... ng ... bili ...

12 GP... eral purpose compu... are
David ... , Mark Harris, Jens Krüger, Tim P... ce ... Govindaraju, Ian Buck, Cliff

Woc'e, , ɔn Lefohn
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The cs processor (GPU) on today's cc mc it video cards has evolved into an ext powerful and flexible process r. e latest graphics architectures provide tr s memory bandwidth and co pu tio al h sepower, with fully programmable v pixel processing units th t su pp v t o eri tions up to full IEEE floating poi sion. High level language ha e e er f r gra hics hardware, making this com nal power accessible. Architectur y, Js are highly parallel s ...

13 Sta t of the graphic standards plan ng nittee
Con aphics staff
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14 Tex ing 3 mo le f rea er e
Fred Veinhaus, Venkat Devara n
Decen ACM Computing Surv ys (CS R) V l n 29 Issue 4
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T apping has become a pop ar tec n t m,uter graphics industry in the last f because it is an easy way to achi e a hi degree of realism in computer- g imagery with very little effort. O t la t decade, texture-mapping tec s have advanced to the point whe it p sible to generate real-time pe e simulations of real-worl ar as y t t r mapping every object surface with tex m photographic images of these al- c areas. The techniqu ...

K : anti-aliasing, height fie , h m en s coordinates, image perspective tr ion, image warping, mu res lu n , persp ctive projection, polygons, ray , real-time scene generation, rect ca o, registration, texture mapping, visual sim , voxels

15 Sh d ic a and an ysis d
Tho houser, Michael Kazhdan
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sitories of 3D data are ra be mirg availab in several fields, including CAD, molecular biology n o ut ic . As the number of 3D models e is an increasing need c n er m. o help people find the ones and discover relationships t. t m. Unfortunately, traditional text- b rch techniques are not always effe tive f r 3D models, especially when queries a etric in nature (e.g., find me objec th into thi ...

16 Cr group a ration
Dan ann, Christophe Hery, Seth Li on , i Ono, Stephen Regelous, Douglas Sutt

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17 Pol... dering on a stream architecture
John ...s, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattson, Ben Mowery
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The ... a programmable stream architecture in polygon rendering provides a powerful ... to address the high performance needs of today's complex scenes as well as the ... for flexibility and programmability ... the polygon rendering pipeline. We describe h... polygon rendering pipeline maps into ... ms and kernels that operate on stre... and how this mapping is used to implement the polygon rendering pipeline on ... a programmable stream processor. We compare our resul ...

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18 Vid... Video-based ... ng
Mar... is ...r, Marc Pollefeys, German Cheung, Wojciech Matusik, Christian Theobalt
July ... SIGGRAPH 200... Courses SIGGRAPH ...
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19 No... alistic rendering: ... illustration
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20 Se... ... implicitly defined occluders
G. ... , R. K...
June ... Proceedings of the 2003 Eurographics/ACM SIGGRAPH symposium on Geometry processing SGP ...
Publisher: Eurographics Association

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1 **COLD CATHODE FIELD EMITTER FLAT SCREEN DISPLAY**
Inventor: GE SHICHAO; YAM LAP MAN; (+2) **Applicant:** PIXTECH INC (US)
EC: H01J9/18B; H01J29/02K; (+2) **IPC:** ***H01J29/02; H01J29/46***; **H01J29/02** (+2)
Publication info: **WO9715912** - 1997-05-01

2 **Cold cathode field emitter flat screen display**
Inventor: GE SHICHAO (US); YAM LAP MAN (US); (+2) **Applicant:** PIXTECH INC (US)
EC: H01J9/14; H01J29/02K; (+2) **IPC:** ***H01J9/14; H01J29/02; H01J29/46*** (+8)
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AND

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